

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A method of operating a casino game comprising:
displaying, before receiving any player input, in the casino game decision-making game rounds, each of the decision-making game rounds having a plurality of possible player inputs,
receiving at least one input of the plurality of possible player inputs that plays each displayed decision-making game round, each displayed decision-making game round having a player's expected value, that is a function of the received at least one input;
displaying, before receiving the at least one input, at least one hint for randomly selected ones of the displayed decision-making game rounds, each displayed hint providing information to the player concerning at least one of the plurality of possible player inputs for its randomly selected decision-making round to increase the player's expected ~~return~~. return, wherein the hint is provided from the set consisting of written or stated information.

Claim 2 (previously presented): The method of claim 1 wherein the casino game is a knowledge-based casino game comprising trivia questions.

Claim 3 (original): The method of claim 2 wherein each decision-making game round is a question and the plurality of possible player inputs are a corresponding plurality of possible answers.

Claim 4 (original): The method of claim 3 wherein the displayed at least one hint provides information to the player as to the correct answer or answers in the plurality of answers.

Claim 5 (currently amended): ~~The method of claim 1~~ A method of operating a casino game comprising:

displaying, before receiving any player input, in the casino game decision-making game rounds, each of the decision-making game rounds having a plurality of possible player inputs,

receiving at least one input of the plurality of possible player inputs that plays each displayed decision-making game round, each displayed decision-making game round having a player's expected value, that is a function of the received at least one input;

displaying, before receiving the at least one input, at least one hint for randomly selected ones of the displayed decision-making game rounds, each displayed hint providing information to the player concerning at least one of the plurality of possible player inputs for its randomly selected decision-making round to increase the player's expected return;

wherein the at least one displayed hint eliminates one input of the plurality of possible inputs as being incorrect.

Claim 6 (currently amended): ~~The method of claim 1~~ A method of operating a casino game comprising:

displaying, before receiving any player input, in the casino game decision-making game rounds, each of the decision-making game rounds having a plurality of possible player inputs,

receiving at least one input of the plurality of possible player inputs that plays each displayed decision-making game round, each displayed decision-making game round having a player's expected value, that is a function of the received at least one input;

displaying, before receiving the at least one input, at least one hint for randomly selected ones of the displayed decision-making game rounds, each displayed hint providing information to the player concerning at least one of the plurality of possible player inputs for its randomly selected decision-making round to increase the player's expected return;

wherein the at least one randomly displayed hint provides information that gives a percentage odds that some of the inputs of the plurality of possible inputs are more correct.

Claim 7 (original): The method of claim 1 wherein each decision-making game round is a card hand.

Claim 8 (previously presented): The method of claim 7 wherein the displayed at least one hint provides information to the player as to how to play the card hand to win.

Claim 9 (original): The method of claim 1 wherein the randomly selected ones occur at a random statistical frequency.

Claim 10 (original): The method of claim 1 wherein the displayed at least one hint occurs when a prevailing position in the displayed decision-making game round exists.

Claim 11 (currently amended): ~~The method of claim 1~~ A method of operating a casino game comprising:

displaying, before receiving any player input, in the casino game decision-making game rounds, each of the decision-making game rounds having a plurality of possible player inputs,

receiving at least one input of the plurality of possible player inputs that plays each displayed decision-making game round, each displayed decision-making game round having a player's expected value, that is a function of the received at least one input;

displaying, before receiving the at least one input, at least one hint for randomly selected ones of the displayed decision-making game rounds, each displayed hint providing information to the player concerning at least one of the plurality of possible player inputs for its randomly selected decision-making round to increase the player's expected return;

wherein the displayed at least one hint occurs when a set time frame expires before receipt of the input.

Claim 12 (original): The method of claim 1 wherein the at least one displayed hint is stored in memory with the decision-making game round.

Claim 13 (original): The method of claim 1 wherein the at least one displayed hint is dynamically determined from the decision-making round.

Claim 14 (original): The method of claim 1 wherein the casino game is a casino bonus game.

Claim 15 (original): The method of claim 1 wherein the casino game is in a wide area progressive.

Claim 16 (original): The method of claim 1 wherein the casino game is played over the Internet.

Claim 17 (previously presented): A method of operating a casino game with at least one player input comprising:

randomly displaying, before receiving any player input, in the casino game at least one hint, said displayed at least one hint providing information to the player concerning at least one of a plurality of possible player inputs,

receiving, in response to randomly displaying the at least one hint, at least one player input from the plurality of possible player inputs to play the casino game, the outcome of said received at least one player input affecting the instantaneous value the player receives for in the aforesaid displayed game ~~round~~. round, wherein the hint is provided from the set consisting of written or stated information.

Claim 18 (canceled)

Claim 19 (original): The method of claim 17 wherein the displayed at least one hint occurs when a predetermined condition is obtained.

Claim 20 (original): The method of claim 19 wherein the predetermined condition is when a prevailing position in the corresponding decision-making game round exists.

Claim 21 (currently amended): ~~The method of claim 17~~ A method of operating a casino game with at least one player input comprising:

randomly displaying, before receiving any player input, in the casino game at least one hint, said displayed at least one hint providing information to the player concerning at least one of a plurality of possible player inputs,

receiving, in response to randomly displaying the at least one hint, at least one player input from the plurality of possible player inputs to play the casino game, the outcome of said received at least one player input affecting the instantaneous value the player receives for in the aforesaid displayed game round;

wherein the displayed at least one hint occurs when a set time frame expires before receipt of that at least one player input.

Claim 22 (currently amended): ~~The method of claim 17 further comprising~~ A method of operating a casino game with at least one player input comprising:

randomly displaying, before receiving any player input, in the casino game at least one hint, said displayed at least one hint providing information to the player concerning at least one of a plurality of possible player inputs,

receiving, in response to randomly displaying the at least one hint, at least one player input from the plurality of possible player inputs to play the casino game, the outcome of said received at least one player input affecting the instantaneous value the player receives for in the aforesaid displayed game round;

preventing display of the at least one hint when the at least one player input is received.

Claim 23 (original): The method of claim 17 wherein the at least one hint is dynamically determined from the corresponding decision-making game round.

Claim 24 (original): The method of claim 17 wherein the at least one hint is statically stored with the corresponding decision-making game round.

Claim 25 (currently amended): ~~The method of claim 17~~ A method of operating a casino game with at least one player input comprising:

randomly displaying, before receiving any player input, in the casino game at least one hint, said displayed at least one hint providing information to the player concerning at least one of a plurality of possible player inputs,

receiving, in response to randomly displaying the at least one hint, at least one player input from the plurality of possible player inputs to play the casino game, the outcome of said received at least one player input affecting the instantaneous value the player receives for in the aforesaid displayed game round;

~~wherein the event is the when~~ at least one received player input being wrong and the information is wrong, displaying in the provided information that the at least one received player input was wrong and ~~further comprising~~ receiving at least one more player input.

Claim 26 (currently amended): ~~The method of claim 17~~ A method of operating a casino game with at least one player input comprising:

randomly displaying, before receiving any player input, in the casino game at least one hint, said displayed at least one hint providing information to the player concerning at least one of a plurality of possible player inputs, ~~wherein the at least one displayed hint~~ randomly displaying comprises:

(a) displaying a plurality of hint choices, each hint choice containing at least one hint,

(b) receiving player input selecting one of the hint choices,

(c) displaying the at least one hint for the selected hint choice- choice,

receiving, in response to randomly displaying the at least one hint, at least one player input from the plurality of possible player inputs to play the casino game, the outcome of said received at least one player input affecting the instantaneous value the player receives for in the aforesaid displayed game round.

Claims 27-32 (canceled)